

## **Rock Raiders**

**7/27/99**

The latest revision of Rock Raiders contains five examples of typical game levels with enemies and objectives. This revision also highlights the various Rock Raider vehicle models and their physics. The Rock Raider vehicles look excellent and control, as one would imagine.

Based on the revision of Rock Raiders v.0.211, submitted by Lego Media, the product evaluation group has compiled an evaluation report. Below are the prioritized items of most importance.

- In previous versions there was an additional camera that brought the player closer to the character. Due to technical restraints the developer has noted that the camera cannot be placed too closely. This is unfortunate because the detail of the models is quite good and the game could greatly benefit from additional camera positions, such as an over the shoulder view. Effort should be made to provide a camera view as close to the character as the technology will allow.
- Currently there is still no Lego building element in the game. The construction element is what makes Legos such a compelling product. The player does not need to actually construct buildings the AI could accomplish the construction process. The player could simply be involved by having to collect materials (Lego blocks) with a loader and then delivering them to the construction site.
- The title experiences some slow down in certain areas where there are several enemies on the screen at once.
- The effectiveness of the radar is not readily apparent. The player would benefit from having an actual map that showed the layout. The map need not reveal the entire level, but should at least reflect those areas that the player has traveled through.
- Currently there is very little to distinguish the Lego men from one another in both their physical appearance and their performance. The game design document states that each character will have distinct traits.
- The current levels, Crystal Quest, Lair of the Spiders, Blown Away, and Lake of Doom, show promise, however they are fairly simplistic. Levels should become more intricate as the game progresses requiring more strategies than simply collecting crystals.

If you have any questions or concerns regarding these items or others contained within the attached evaluation report please contact your account manager or account coordinator for assistance. Representatives from the evaluation group as well as technical support are prepared to clarify and assist with any issues you wish to discuss.

SCEA Third Party Product Evaluation Group